HEXPLORE IT

Volume Specific Mechanics

Volume I Volume II Volume III Volume IV

The mechanics that follow may be implemented in any of your HEXplore It games to broaden your adventuring experience. Note that each of the rules below are optional and present a new way to bring a specific mechanic from one Volume into any other. Combine or come up with your own ways to augment these mechanics to suit your playstyle. Have fun and good luck out there, adventurers!

Bezzelquark's Black Market

You will need Bezzelquark's Token and the Black Market placard to adopt these rules.

The Black Market is not available at the start of the game. After you defeat a Boss, count the number of Bosses you've defeated and roll a Core die (ten-sided). This die is rolled once per group (unlike once per hero per normal rules). If you roll that number or lower, the Black Market opens on your space. Place the token there. At the end of every Game Turn while the Black Market is in play, the Black Market **Roams**.

Additionally, a card appears in the Volume I Encounter deck that places the Black Market in play. You may add this card to your Encounter deck.

The Dead King as a Mini-Boss

You will need the Dead King miniature and the Dead King Boss placard to adopt these rules.

The Dead King miniature is placed on the Boss location closest to the group the first time any hero reaches rank 10 in an Ability. He moves 2 hexes toward the group each Game Turn and may move over any terrain. The Dead King is considered to be a Level 8 Boss. Reduce each of his starting Vitals by half and the damage he deals by 2 (to a minimum of 1). If the group vanquishes him, each hero gains 2 Power Ups and an item of their choice available for purchase in the Valley of the Dead King.

Elowen & the Fey Realm

You will need the Fey Realm HEXtile and the Elowen's Grove placard to adopt these rules.

Before play begins, place the Fey Realm HEXtile aside. It may not connect to the map. The group may purchase Harvesting Equipment (the item shown below) in any location that sells items. Harvesting Nature's Essence is unchanged in this play style.

3 PER HERO

Harvesting Equipment *(Permanent)*: Heroes reduce the Fate die result by 1 when Harvesting. Additionally, the group may now climb the Great Trees that exist in the world. This allows you to Harvest Nature's Essence there. Roll the six-sided die during the Event phase. On a result of 1-3, you may attempt to Harvest an Infused Seed, an Essence Vine on a roll of 4-5, or a Heart of the Forest on a roll of a hex. The group may only carry one.

Fey Realm Portals: Great Trees act as portals into the Fey Realm. During the Event phase while the group is on a Great Tree hex, they may attempt to enter the Fey Realm per normal rules. Entering in this fashion always places the group on the 4th hex of the Fey Realm HEXtile. The group may exit the Fey Realm by moving to the Great Tree there (the 4th hex). Exiting in this fashion Teleports the group to any Great Tree on the map.

Purchasing Nature's Essence: The group may purchase Nature's Essence in any location that sells items. You may purchase Infused Seeds for 5 Gold each, Essence Vines for 10 Gold each, and Hearts of the Forest for 20 Gold each. The group may only ever purchase up to 20 Gold worth of Nature's Essence each Game Turn.

Relics & Fragments

You will need the Fragment deck and all Relic cards to adopt these rules.

Gaining Fragments: Up to once per Game Turn, a hero may draw a Fragment card instead of drawing a Power Up card. Gain only one of the three rewards shown on the bottom of the Fragment card. The second time a matching Fragment card is drawn, the hero who possesses the matching Fragment card may gain another of the three rewards shown on the bottom of the Fragment card. For instance, the second Fragment drawn grants that hero two rewards and the first Fragment holder a second reward. Heroes may only ever gain two of the three Fragment rewards.

Forging Relics: To forge a Relic, the group must first possess all matching Fragments. During the Event phase while the group is on any Great Tree or Mountain Peak hex, if any one hero meets the Relic's requirement, a spirit manifests and sacrifices themselves to reforge it. Any hero who meets the wielder requirement may now possess and wield the Relic. For each Relic the group possesses, increase the rank requirement to reforge and wield additional Relics by 3 (one more than normal rules).

Adrimon as a Mini-Boss

You will need Adrimon's Acropolis (the miniature) and the Magi's Boss placard to adopt these rules.

Draw a random HEXtile before play begins, connect it to the map in any orientation you prefer, then place Adrimon's Acropolis on at least one of its hexes in any orientation you prefer.

The Fate Tracker & The Fate Cycle: At the end of each Game Turn, mark a dot on your Battle Mat (use the numbers on the side if you prefer). After each 6th turn, the Fate Cycle increases by 1 and the Tracker resets to 0 turns. Record the Fate Cycle in another spot on your Battle Mat. Hero Skills are affected by the Fate Cycle per normal rules (see page 35 of the Forests of Adrimon Rule Book). Heroes may become Mindwiped by Adrimon normally.

Facing Adrimon: The group may travel to Adrimon's Acropolis in order to vanquish her. The Magi is considered to be a Level 8 Boss. Reduce each of her starting Vitals by half and the damage she deals by 2 (to a minimum of 1). If the group vanquishes her, the Fate Tracker is no longer increased and each hero gains 2 Power Ups and an item of their choice available for purchase (or trade) in the Forests of Adrimon.

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The Arena & Fame

You will need the Arena placard and the Sand dice or Pyramid (four-sided die) to adopt these rules.

Heroes may participate in the Arena during the Event phase in any location that sells items worth 12 Gold or more (count the sum of group item costs). Locations that sell items worth 20 Gold or more are also considered to be Deadly Arenas. The group begins the game with no Fame. Play the Arena event per normal rules. Once the group gains Celebrated, reduce the cost of all items they purchase by 1 Gold to a minimum of 1 Gold (per normal rules). At Ascendant, if Platinum is not in play, increase this discount to -2 Gold.

Death in the Arena: Fame is lowered by 1 each time a hero dies in the Arena. When the event ends, unless the Arena is Deadly, dead heroes are **Revived** with 1 Health and 0 Energy remaining. Heroes who die in the Arena do not gain any rewards.

Caravans

You will need the Caravan Master deck, the Caravan Event deck, and the Bazaar placard to adopt these rules.

In this variant, the Caravan Journey (the item shown below) may be purchased in any location that sells items.

> 5 PER HERO **Caravan Journey** *(Instant)*: Join a Caravan departing this place at the end of this Event phase. Draw a random Caravan Master or choose one who is already in play. Randomly determine the Caravan's destination, which is any other location that sells items. Play Caravan Events for the journey as detailed below.

Caravan Events: Draw 3 Caravan Event cards and play them normally, one at a time. You may only play up to 4 total Caravan Event cards per Caravan Journey. You may skip playing these cards per normal rules (the Caravan Master suffers full damage).

Caravan Masters: Caravan Masters sell items normally available in the game worth 3 Gold or less as well as items worth 3 Gold or less shown on the Bazaar placard. They sell these items with a markup shown on their card per normal rules. Caravan Masters may be Bribed to change their destination. Ignore any Reputation modifiers if Reputation is not a mechanic currently in play. Gain Caravan Master rewards per normal rules based on their current Vitals at the end of the journey.

If the Caravan Master is alive at the end of the journey, set their card aside. They are available for the group to use again. If the Caravan Master dies during the journey, remove them from play, place the group on the Caravan's destination and then **Roam** 3 times away from it.

Endless Wastes

You will need the Wastes, both Sand dice, the Caravan Master, Caravan Event, and Circumstance decks, and the Bazaar placard to adopt these rules.

In this variant, the heroes can become inexorably lost in the desert. Anytime the group is lost in the desert, place the group miniature on a random hex on a new HOTtile of your choice. At the beginning of the game, decide if your heroes start in the desert. During play, anytime the group **Teleports**, roll both Sand dice. If the result is 5 or less, the group is lost in the Wastes instead. While the group is in the Wastes, Circumstances are drawn from the SoS Circumstance deck.

The Wastes (HOTtiles): The Wastes (HOTtiles) may not connect to the quadrants or other HEXtiles. This simulates a great distance between each of the other areas. In order to move into and out of the Wastes, the heroes must initiate a Caravan Journey (see above). Reduce the heroes' Movement speed by 1 to a minimum of 1. Heroes who have a Food Rating of 1 or more must consume a minimum of 1 Food during the Skill phase (even if they make their Survival roll), or gain Heat Exhaustion.

Heat Exhaustion: Heat Exhaustion can kill a hero in the desert faster than any monster. While suffering from it, a hero suffers 1 Energy Drain after the Skill phase of each Game Turn. Additionally, the cost of all Masteries and Racial Abilities increases by 1. Heat Exhaustion cannot stack with itself. It may only be removed as if it were a level of Starvation (a hero must consume Food equal to their Food Rating in order to remove it). Heroes whose Food Rating is 0 are immune to Heat Exhaustion.

Imprisonment

You will need the four SoS Quadrants, the Sands of Shurax Rule Book or the Conditions definition for Imprisoned to adopt this rule.

Anytime the group would die to a Humanoid opponent, the group may instead choose to become **Imprisoned**. Their opponent has instead sold them to the Gladiator pits in the Sands of Shurax. Place the quadrant the group would appear in on the map in any orientation you like. The heroes are left with 3 Health and 3 Energy remaining. Remnants are not placed, but otherwise Imprisoned functions as per normal rules.

Mutations

You will need the Mutation deck and the Opponent Mutation placard to adopt these rules.

Role & Race Availability: The Psion (Role) and Mutant (Race) each interact with the Mutation deck. You may play these heroes in any HEXplore It game.

Hero Mutations via Irradiation: Heroes may gain Mutations when they become **Irradiated**. If you'd like to interact with this Condition more often in your games, consider adopting this variant: every other time your hero becomes **Burned**, they become **Irradiated (5)** instead.

Opponent Mutations: Each time a Boss is reduced to half their Health, they gain an Opponent Mutation. Beware: Using Opponent Mutations in your game may increase the game difficulty!

Scarabs

You will need the Scarabs placard, the Sand dice, and the Pyramid (four-sided dice) to adopt these rules.

The group may play a game of Scarabs (gambling) during the Event phase in any location that sells items worth 12 Gold or more (count the sum of group item costs). There will always be a "House" result when playing Scarabs. Roll a four-sided die before Scarabs begins to determine the House randomly.

Stashing Power Ups

You will need the Pyramid and both Sand dice (four-sided dice), and all Power Ups that contain the Stash ribbon to adopt these rules.

Before play, add all Power Ups that contain the Stash ribbon to your Power Up deck. The Stash mechanic is described on page 70 of the SoS Rule Book.

The Ravager as a Mini Boss

You will need the Ravager miniature, the Remnant tokens, both Ravager Boss placards, and the Mutation deck to adopt these rules.

The Ravager miniature is placed on the Boss location closest to the group the first time any hero reaches rank 10 in an Ability. Every other Game Turn, the Ravager will **Roam** with a Roam distance of 5 hexes (do not roll for distance). Place a Remnant with the Crystal Tower face up on each location it emerges on (including the first Boss location). The group may harvest Ravager Crystals from these towers normally (and become **Irradiated** here).

The Ravager is considered to be a Level 9 Boss. Reduce each of its starting Vitals by half, its **Block** value by half, and the damage it deals by 2 (to a minimum of 1). The Ravager is vanquished if at least 2 of its Health or Energy Vitals are reduced to 0. If the group vanquishes it, each hero gains 2 Mutations, and then 2 Power Ups.

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Blood Magic & Critical Wounds

You will need Critical Wound cubes, the Critical Wound tracker, and the Blood Magic Spells deck to adopt these rules.

Blood Magic: Blood Magic Tiers may be gained as a reward for vanquishing certain opponents in the Encounter deck and by Activating a Rune set (one of each Rune type) in a location acting as a Crypt (see The Dungeon below). Additionally, each hero may reduce their maximum Health by 2 ranks to gain a Blood Magic Tier. Each time the group gains a Blood Magic Tier, they may draw 1 Blood Magic Spell.

Critical Wounds: Heroes suffer Critical damage and gain Critical Wounds by casting Blood Magic Spells and certain Encounters may inflict them. Critical Wounds are treated the same way in any other Volume (see the Keywords placard or page 91 of the Core Rule book for more detail).

The Dungeon

You will need 4 Locked Crypt tokens, the Dungeon, Crypt, Monastery, and Village placards, 3 Dungeon decks, and the Dungeon Tiles to adopt these rules.

Setup: Before play begins, choose 4 game locations to act as Dungeon Entrances. Ideally, these locations should be numbered 1 through 4 on your game board (for instance, the 4 Shrines, Battle Sites, or City-States). Place a Locked Crypt token on these locations when revealed. Crypt Icons on Dungeon Tiles will always correspond to these new locations on your map. It is always considered to be Night while inside the Dungeon.

Volume	Impart	Activate	Sell
	Shrine	Ruin	City
	Battle Site	Grove Portal	Waypost
	City-State	Oasis	Caravanseri

In Domain, there are 3 ways to turn in Runes. Impart them in Monasteries, Activate them in Crypts, or Sell them in Villages. Before play begins, assign each of these 3 turn in options to a single location type in the game (see the table at right). The new location will act as if it matched its normal location in Domain of Mirza Noctis.

Entering the Dungeon: Dungeon Entrances are locked at the beginning of play and the means to unlock them remain the same. Crypt Keys will remain scarce in this play style, so the group will have to unlock a Dungeon Entrance by rolling their Skills in the Event phase or by Exiting to a locked Dungeon entrance from inside the Dungeon (refer to the Crypt Placard for more information).

Imparting, Activating, and Selling Runes: When Imparting or Activating Runes, use the corresponding placards from Domain to track any turn ins (Monastery & Crypt). Instead of gaining a Grace when Imparting Runes, the group gains the first Treasure found in the Circumstance deck (shuffle any revealed cards back into their deck afterward). Ignore any Blood Pool effects, as the Blood Pool will not be in play. Selling Runes works the same (each hero gains 10 Gold per Rune Sold). The group may only sell Runes in a location that sells items worth 8 Gold or higher.

Familiars

You will need the Familiar placards and the DoMN Familiar Power Up cards to adopt these rules.

There are 2 Power Up cards in the DoMN Power Up deck that grant Familiars. Shuffle these into your Power Up deck before play. Heroes may also choose to gather Power Ups (and not gain their bonus) in order to draw a random Familiar. Gain and then discard 4 Power Ups of your choice. Doing so allows the hero to draw a random Familiar.

Greater Aspects

You will need the Greater Aspect cards to adopt these rules.

The moment your hero dies, if no other effect grants you a Greater Aspect and you do not gain a Keepsake, roll a Core die (ten-sided). If the result is a hex, draw a random Greater Aspect. You are Revived to full Vitals at the end of the Villain phase and gain the Greater Aspect drawn. A hero with a Greater Aspect is not considered to be dead. It is not possible for multiple heroes to gain the same Greater Aspect in this style of play. Heroes with a Greater Aspect who die are dead forever and can never be Revived.

Keepsakes

You will need the Keepsake deck to adopt these rules.

Before play begins, each hero draws a Keepsake to place under their Role placard. Roll to activate the Keepsake normally upon hero death.

Želja The Banshee Queen

You will need Želja's miniature and her Boss placard to adopt these rules.

Draw a random HEXtile before play begins. Place Želja's miniature on the middle hex of this tile. At the end of each Game Turn, she moves 2 hexes closer to the group and then **Roams**. Želja will not reveal new map tiles. If the group is within 3 hexes of her after she moves, each hero suffers 4 **Energy Drain**.

Mirza Noctis as a Mini-Boss

You will need the Blood Collectors placard, Mirza Noctis's Boss placard and action augmentations, and the Blood Magic deck to adopt these rules.

Mirza Noctis enters play the first time any hero reaches rank 10 in an Ability, at which point he begins hunting the heroes. Anytime the group faces a Boss, roll a Core die (ten-sided die). If the result is 2 or 3, face a random Collector instead. If the result is a hex, face Mirza Noctis instead. Mirza Noctis is considered to be a Level 8 Boss and each of his actions are unaugmented. Reduce each of his starting Vitals by half and the damage he deals by 2 (to a minimum of 1). If the group vanquishes him, each hero gains 2 Power Ups or 2 Blood Magic Tiers, and an item of their choice available for purchase in the Domain of Mirza Noctis.

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